

BAROQUE™



⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

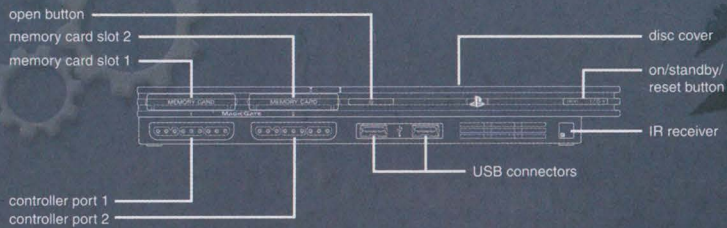


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GETTING STARTED



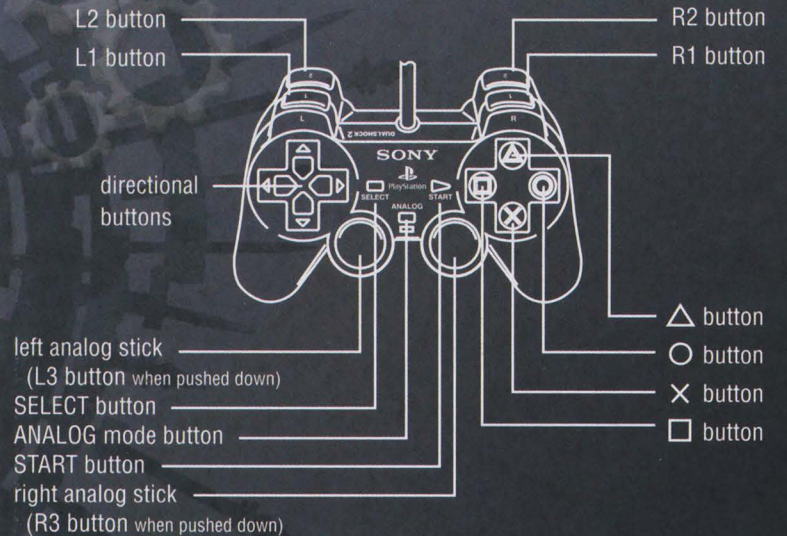
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Baroque disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

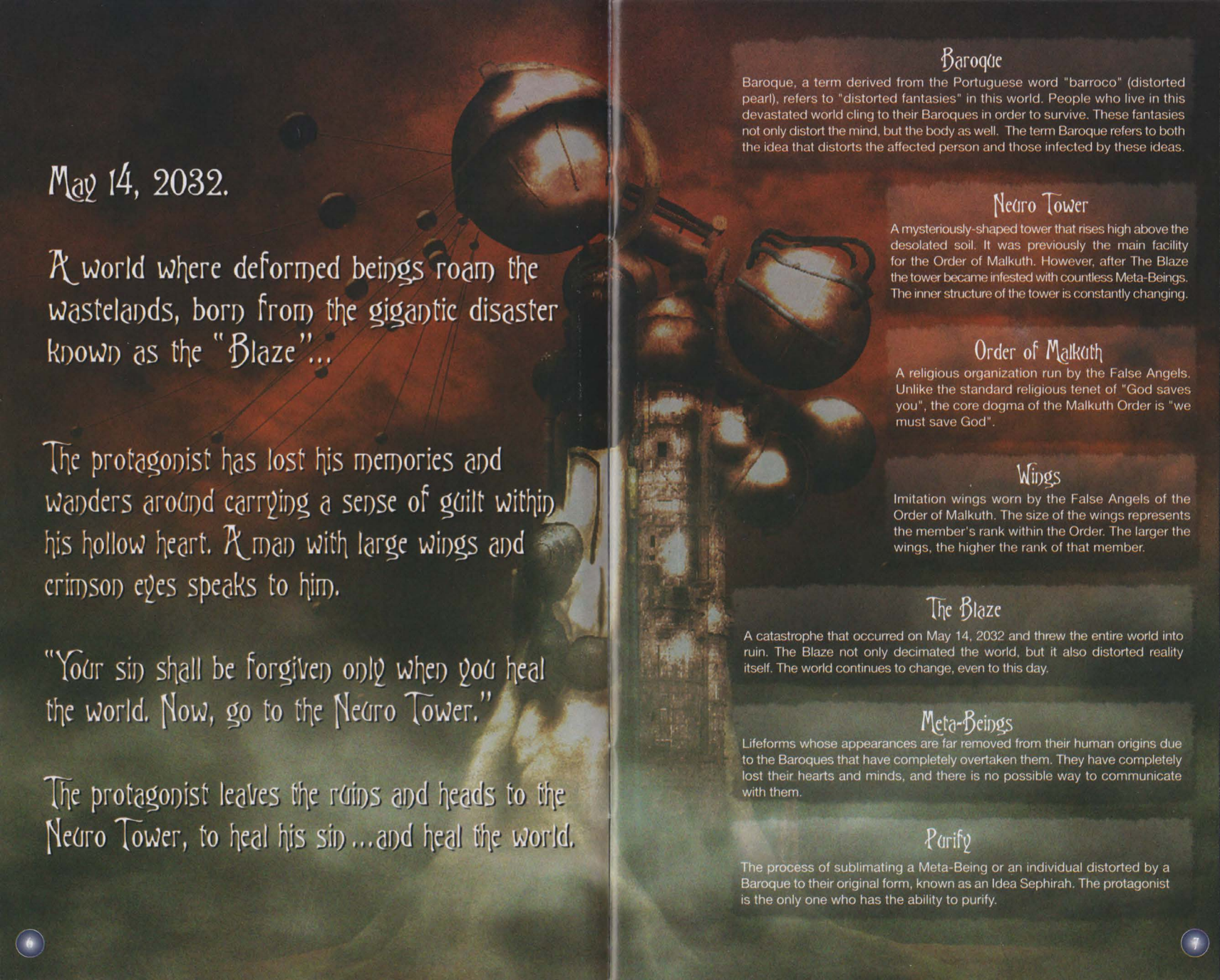
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



	FIELD	MENU SCREEN
○ button	Change the camera angle (during conversation)	Cancel
× button	Special attack	Confirm
□ button	Normal attack	Sort items
Δ button	Open the Item Screen	N/A
R1 button	Cycle through items in Item Slot	Change page of item description
R2 button	Throw the item in the Item Slot	N/A
L1 button	Cycle through items in Item Slot	Change page of item description
L2 button (Hold)	Lock onto an enemy	N/A
directional buttons	Move while facing the same direction	Move cursor (left/right changes page)
R3 button	Reset camera angle	N/A
right analog stick	3rd person mode: Rotate camera 1st person mode: Rotate player	N/A
left analog stick	Move	N/A
START button	Pause	N/A
SELECT button	2D map On/Off	Game config



May 14, 2032.

A world where deformed beings roam the wastelands, born from the gigantic disaster known as the "Blaze"...

The protagonist has lost his memories and wanders around carrying a sense of guilt within his hollow heart. A man with large wings and crimson eyes speaks to him.

"Your sin shall be forgiven only when you heal the world. Now, go to the Neuro Tower."

The protagonist leaves the ruins and heads to the Neuro Tower, to heal his sin...and heal the world.

Baroque

Baroque, a term derived from the Portuguese word "barroco" (distorted pearl), refers to "distorted fantasies" in this world. People who live in this devastated world cling to their Baroques in order to survive. These fantasies not only distort the mind, but the body as well. The term Baroque refers to both the idea that distorts the affected person and those infected by these ideas.

Neuro Tower

A mysteriously-shaped tower that rises high above the desolated soil. It was previously the main facility for the Order of Malkuth. However, after The Blaze the tower became infested with countless Meta-Beings. The inner structure of the tower is constantly changing.

Order of Malkuth

A religious organization run by the False Angels. Unlike the standard religious tenet of "God saves you", the core dogma of the Malkuth Order is "we must save God".

Wings

Imitation wings worn by the False Angels of the Order of Malkuth. The size of the wings represents the member's rank within the Order. The larger the wings, the higher the rank of that member.

The Blaze

A catastrophe that occurred on May 14, 2032 and threw the entire world into ruin. The Blaze not only decimated the world, but it also distorted reality itself. The world continues to change, even to this day.

Meta-Beings

Lifeforms whose appearances are far removed from their human origins due to the Baroques that have completely overtaken them. They have completely lost their hearts and minds, and there is no possible way to communicate with them.

Purify

The process of sublimating a Meta-Being or an individual distorted by a Baroque to their original form, known as an Idea Sephirah. The protagonist is the only one who has the ability to purify.



Archangel

The leader of the Malkuth Order has large wings and red eyes. He hands the Angelic Rifle to the protagonist and tells him to go to the bottom of the Neuro Tower. However, his reason for doing so is unknown.



Alice

A short-haired, rebellious girl. She seems to carry a slight grudge towards the protagonist. One of the Wandering Maidens.



Eliza

Long-haired girl who seeks Pure Water. She doesn't talk much and tends to avoid the protagonist. One of the Wandering Maidens.

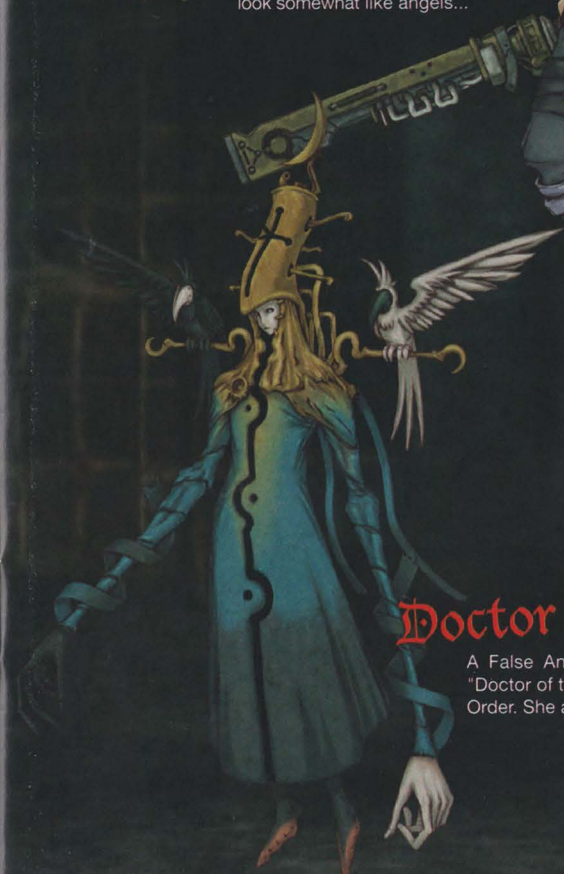
The Protagonist

This young man carries the burden of a sin he cannot recall. He's lost his memories and cannot speak. The Archangel finds him wandering the deserted city, and orders him to head to the bottom of the Neuro Tower. He is the only one with the ability to purify the Meta-Beings.



Littles

These characters are flying within the Neuro Tower. They have wings and look somewhat like angels...



Doctor Angelicus

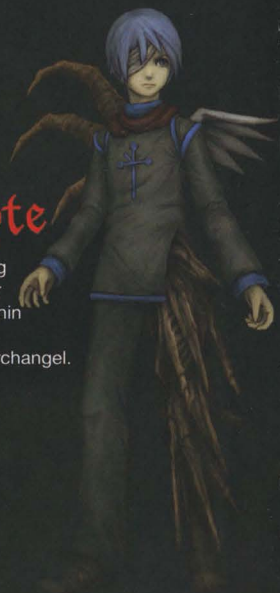
A False Angel who was called the "Doctor of the Angels" in the Malkuth Order. She assists the Archangel.





Fist & Scythe

Armored soldiers of the Malkuth Order known as the Massacre Angels. They wander the Neuro Tower looking for something.



Neophyte

A False Angel wandering through the Neuro Tower searching for traitors within the Malkuth Order. He is absolutely loyal to the Archangel.

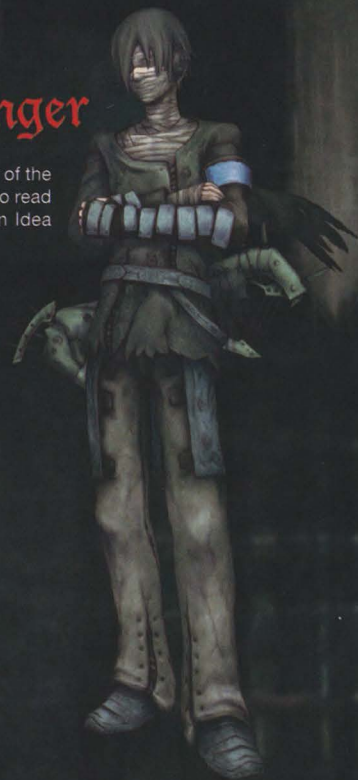


Sentry Angel

He stands guard in the Outer World.

Baroquemonger

A man who stands in the corner of the Outer World. He has the ability to read the information contained in an Idea Sephirah.



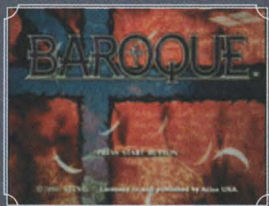
Collector

A boy who loves to pick up items from the Outer World and stuff them into the bag on his head. He doesn't seem to have any interests other than item collecting.

How to Start the Game

Turn on the PlayStation®2 system and properly insert the Baroque disc. The title screen will appear after the opening movie. You may skip the movie by pressing the START button. Press the START button while on the title screen to proceed to the title menu.

Title Menu



Use the up and down directional buttons to highlight a selection, then press the X button to make your choice.



New Game: Begin a new game of Baroque. Choose from three different difficulties.

Continue: Continue from a saved game.

Database: Access the Event, Item, Baroque, Character and Voice Lists, as well as the Sound Test and Ranking.

Delete Game File: Deletes save game and saved database data for one file.

This game requires at least 210KB of free space on a memory card (8MB) (for PlayStation®2) to save data.

Notes Concerning Saving and Loading

- While saving the data, do not press the POWER or RESET buttons, and do not remove the memory card (8MB)(for PlayStation®2). These actions may lead to the saved data being corrupted.
- Please insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 to save or load data.

Beginning Baroque and Saving

Starting the Game

New Game

First, name your character. Choose your character's name using the onscreen keys. After entering your name, choose END to begin the game.



Continue

Load your save data to continue from where you left off. If you saved your game after dying or reaching the bottom of the Neuro Tower, you will start back in the Outer World.



Saving

Saving Baroque Data

You can save to the memory card (8MB)(for PlayStation®2) after using a port. This will allow you to continue from where you left off within the dungeon.

When the player is returned to the Outer World by dying in the dungeon or through another means, you will also have the option to save your Baroque Data.



- The inventory, player level and other factors will return to default when continuing from the Outer World. Use Consciousness Orbs and the Collector in order to retain strong items.

Neuro Tower and Training Dungeon

Structure of the Neuro Tower

The inner structure of the tower is constantly changing.



Training Dungeon

Talk to the Coffin Man to enter the Training Dungeon. The Coffin Man can be found somewhere in the Outer World.



The Training Dungeon is perfect for training because the structure of the dungeon is fixed, and the Coffin Man will give you friendly advice.



- When your character dies in places such as the Neuro Tower, all your possessions disappear and your level will reset to 1. There are certain things you can do to prevent item loss. (see p.18)

Field Screen

Level

This represents the strength of the main character. The main character gains levels by defeating Meta-Beings.

Depth

This displays the current elevation of the character in terms of cubits below ground level.

Message

This displays messages detailing the current activity.

HP (Current/MAX)

This indicates the main character's current health. It decreases as the main character takes damage. When it hits 0, he will die. While you have VT remaining, HP will recover over time.

VT (Current/MAX)

This indicates the main character's vitality. As time passes, VT will decrease. Once it hits 0, HP will start gradually decreasing.

Item Slot

The current item in the slot can be thrown by pressing the R2 button.

Item Name

This is the name of the item currently in the Item Slot.



Port

A portal leading deeper into the dungeon. You cannot return to the previous floors once you enter the port.

Foe (Meta-Beings)

There are countless Meta-Beings in the Neuro Tower.

Character

Characters exist inside and outside of the Neuro Tower, and may provide key information to unraveling the storyline. Gain information by speaking to them, giving them items they want, or even by attacking them.



Pausing

The PAUSE screen appears when you press the START button during the game.



Moving

The character can be moved with either the left analog stick or the directional buttons.

Walk/Run

Use the left analog stick to guide the character. He will walk if the stick is slightly tilted, and run if you increase the angle of the tilt.



Directional Buttons Movement

The directional buttons can be used to move in any direction while the camera angle remains unchanged. However, the character cannot run while the directional buttons are being used.



Target Lock Movement

Hold the L2 button to lock onto the nearest foe. The main character can be moved relative to the target using the left analog stick. However, he cannot run while this control scheme is being used.



Viewing the 2-D Map

Use the 2-D map to track your current location. Press the SELECT button to show the 2-D map. Pressing the SELECT button again will get rid of the map.

◆ Ports

Once the player has found the port on the current level, a blue square will indicate its location.



◆ Rooms

Once you enter a room, it will appear on the map.

◆ Facing and Location

The current location of the main character is indicated with a red triangle. The direction the triangle is pointing indicates the direction the character is facing.

Conversation

The main character can get information from the characters in the Neuro Tower and the Outer World. The conversation will begin automatically as the player approaches the character. You may move away from the character while they are speaking to you. However, it'll be more difficult to hear the character's speech.



Events

Certain event sequences that advance the plot will begin automatically as you approach particular locations.



Attacking

The main character has a variety of attacks.

⚙ Normal Attack

Press the ☐ button to attack with your weapon (sword) or your fists if a weapon isn't equipped. Consecutive attacks can be performed by pressing the ☐ button multiple times.

*The amount of consecutive attacks you can perform depends on the weapon equipped.



⚙ Charge Attack

Hold down the ☐ button to charge an attack. When you release the ☐ button, the main character unleashes the charged attack. If the attack hits a Meta-Being, you can knock it back.



⚙ Special Attack

Press the ☐ button to execute a powerful special attack. The main character is vulnerable while performing this maneuver. If the attack lands, the Meta-Being will flinch, interrupting its action.



⚙ Effects from Different Weapons

The various weapons that can be equipped will vary not just in attack power, but also in attack speed, range, and vulnerability after performing an attack.



⚙ Attacking with the Angelic Rifle

Equip the Angelic Rifle and press the ☐ button to shoot a powerful bullet that can purify any Meta-Being in a single shot. However, the ammo for the Rifle is very limited.



Item Screen

Items will automatically be picked up when the main character stands on them. Press the \triangle button to open the Item Screen.

♦ Item Menu

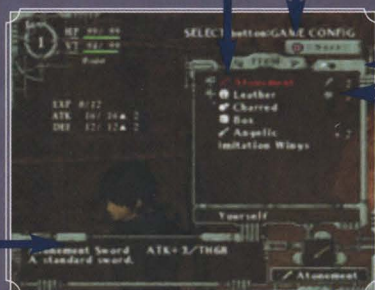
Choose an item from the item list with the directional buttons. Press the \times button to see what you can do with the item. Some items require the player to select a target.

♦ Item Sort

The items will be sorted automatically when you press the \square button. Identical items will be grouped together.

♦ Page Indicator

Shows which page you are on.



♦ Item Slot

Shows the icon of the selected item.

♦ Item Description

Shows the item description of the selected item.

Terms:

ATK (number) - Item's default power
DEF (number) - Item's default defense
TH (number) - Power of the item when thrown

♦ Item Screen Legend



Equipped:
Items currently equipped.



Preserved:
Items protected from rotting and deteriorating. (See p.21 about preserving.)



Equipped and Preserved



Sword Icon:
Amount attack stats are adjusted.



Coat Icon:
Amount defense stats are adjusted.

How to Use Items



Throwing

Select the item in the Item Screen and choose "Throw" to throw the item forward. Beware, as sometimes throwing an item can benefit the Meta-Being. Throwing items allows you to give items to characters and deposit them into Consciousness Orbs.



Throwing from the Item Slot

You can throw an item in the Item Slot by pressing the R2 button. When you hold down the R2 button, you will see the item's trajectory. Adjust your aim with the left analog stick and release the R2 button to throw the item.



Torturers

Most of the Torturers deal damage to foes over a wide range. They can help you get out of difficult situations if used properly.



Disks

Disks become effective when you set them on the ground. You may choose to set one facing up or down; the effect of the disk changes depending on its facing. Some disks may deal damage to foes, while others may affect the main character in a negative way.



Front



Back



Idea Sephirah

You can give Idea Sephirah to specific characters or fuse them with the Crystal Sword. The Crystal Sword can gain a wide variety of abilities once it has been fused with an Idea Sephirah.



Items

Angelic Rifle

An uniquely-shaped gun. It can purify any Meta-Being in one shot. However, the gun only carries 5 bullets.



Wings

Imitation wings. They give the wearer special abilities when equipped.



Flesh

Flesh restores the main character's HP. If it's rotten, it will cause the status effect "Stomachache." HP MAX increases when it is eaten at full HP.



Swords

A weapon to attack foes with. Some swords have attributes or additional effects. ATK rises when the sword is equipped.



Coats

Equipment that protects the main character from damage. Coats raise the main character's DEF (defense), and some coats enhance other things besides DEF.



Hearts

Hearts restore the main character's VT. If they're rotten, they will cause the status effect "Stomachache." VT MAX increases when it is consumed at full VT.



Idea Sephirah

The purified, crystallized form of one's true self. Information about the being prior to its crystallization can be gleaned if the crystal is formed from a living specimen.



Torturers

Torturers cause a variety of effects across a wide area. Some will deal elemental damage. Some will convert Meta-Beings into Flesh.



Disks

A disk that activates once it is stepped on. The effect of a disk is different depending on whether it is placed facing up or down.



Fluids

Inject the main character with fluid for an instantaneous effect. Most of them heal ailments or enhance the main character.



Boxes

Boxes will generally contain items. Some boxes can only be opened after meeting specific conditions. Certain boxes may explode when opened, destroying the items inside.



Brands

The main character will gain special abilities by marking himself or his items with a brand. Brands can't be removed unless an Unbrand brand is used. You cannot use more than one brand at a time.



Parasites

You can parasitize the main character or equipment to gain effects. You can also fuse parasites with each other to form a Composite Parasite. You cannot use two or more Parasites on the same item.



Bones

Bones have a wide range of effects; for instance, some bones are used to heal HP or VT and some can be thrown at foes to deal damage. The main character can carry a large amount of bones.



Enhancing Items and the Main Character

In order to survive in the Neuro Tower, it is necessary to strengthen your equipment as well as the main character. The following are examples of how to do so:

Power up by Eating Flesh or Hearts

Items such as Flesh or Heart can be used for more than healing. They increase MAX HP or MAX VT if used while you are at full HP or full VT, respectively.



Power up by Using Fluids

Swords, Coats and other equipment can be enhanced by ATK Fluid or DEF Fluid. Another example of a Fluid is Preservative Fluid; it prevents the deterioration of items. You can check if an item is preserved or not from the Item Screen. (see p.18)



Power up by Branding

Mark yourself with the Immobile Brand to prevent knockback, to avoid dropping items, and to keep your items from being stolen. Mark yourself with the Appraisal Brand to acquire the ability to identify any item.



Power up by Parasitization

Most parasites can be combined with another parasite to create a composite parasite. Composite parasites have the abilities of both parasites. You can fuse no more than one parasite to a given item or to yourself.



The Effect of Parasites When the Target is Different

The effects of the Fire/Poison Parasite (made from fusing a Fire Parasite with a Poison Parasite) will change depending on what the Parasite is fused to.

Parasitized on the sword

Effect of Fire Parasite Only

Parasitized on the main character

Effects of Both Fire and Poison Parasites

Parasitized on the coat

Effect of Poison Parasite Only

Fire/Poison Parasite



Organizing Your Items

Use the Collector in the Outer World and the Consciousness Orbs in the Neuro Tower to organize your items.



Deposit Items

If you toss an item into the Consciousness Orb in the Neuro Tower, the Collector in the Outer World will pick it up and deposit it. You can also throw an item directly to the Collector to deposit the item.

You can't deposit under the following conditions:

- ♦ An item that has already been used cannot be stored.
- ♦ Special items, such as the Angelic Rifle, can not be stored.
- ♦ When the Collector's storage limit is reached, no more items can be stored.

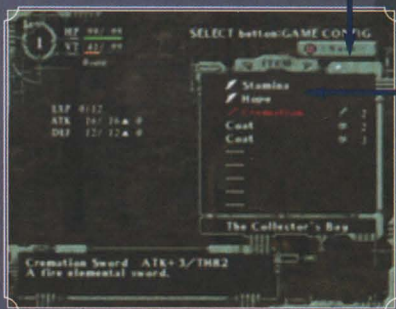
Note: By fulfilling some requirements, the item storage limit can be increased.



Withdrawing Items

You can withdraw items from the Collector by attacking him. The item screen appears after attacking the Collector. Press the button to return to the regular screen.

About the Item Screen (Collector)



♦ Page Indicator

Shows which page you are on.

♦ Item List

Items given to the Collector.

Status

You can view the main character's status from the Item Screen.

♦ EXP

The left side represents the current EXP, and the right side represents the EXP needed to reach the next level. Earn EXP by defeating Meta-Beings.

♦ DEF

The left represents the current defense, the right represents the maximum defense.

[About ATK and DEF]

- The current ATK and DEF can be altered by status ailments and other factors.

- The triangle icon to the right of the maximum ATK and DEF represents the changes in ATK and DEF through the current equipment.

♦ ATK

The left represents the current offense, the right represents the maximum offense.



♦ Viewing Yourself

Select "Yourself" to view the main character's status on the left screen. To use Branding or Parasites on the main character, select "Yourself".

♦ Current Status

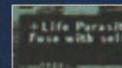
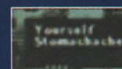
Switch between screens with the L1 button and the R1 button.

Status - Times Continued

The current status ailment and the number of times continued are shown here.

Attached Effects

The details of the items (Branding, Parasites etc) are shown here.



Status Ailments

Status ailments can be inflicted by items or through attacks from foes. The effect of a status ailment caused by a Meta-Being may differ when the same ailment is caused by an item.

Paralysis

Unable to move at all

Confusion

Movement is extremely erratic

Poison

HP gradually decreases

Blind

Unable to see clearly

Lust

All items and Meta-Beings are seen as beautiful women

Lethargy

Movement and attack speed are reduced

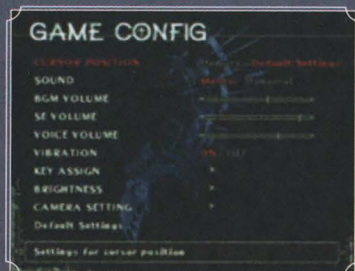
Stomachache

Current ATK and DEF are reduced

*All status ailments except Stomachache will fade over time.

Game Configuration

Customize the settings of the game to your liking here.



CURSOR POSITION

Change the cursor position setting.

SOUND

Change the sound output setting.

BGM VOLUME

Adjust the BGM volume.

SE VOLUME

Adjust the SE volume.

VOICE VOLUME

Adjust the VOICE volume.

VIBRATION

Turn the vibration function ON/OFF.

KEY ASSIGN

The button configuration can be adjusted here. Select a function to change, and choose the button to assign to it.



BRIGHTNESS

Adjust the brightness of the game.

CAMERA SETTING

Change the camera controls and change view. (Third person/First person mode)

DEFAULT SETTINGS

Reset everything, including the button assignments, to default.

Database

You can view the ranking, lists, or game configuration by selecting Database in the title menu. To return to the OPTIONS menu, press the button.

RANKING

The top 50 records for EXP gathering are displayed here. Change pages by pressing either the up or down directional button, and change the details displayed with the left and right directional buttons.



VOICE LIST

The icons in the Voice List will be dimmed until you listen to specific messages and unlock the scene.



BAROQUE LIST

When the main character is defeated or after you have completed the game, the Baroque monger will give you a Baroque. The Baroque List tracks all the Baroques you've received up to this point.



EVENT LIST

The Event List consists of many small windows. When you view an event scene, the thumbnail for that event appears in the Event List. You can then watch the event again by clicking on the thumbnail.



CHARACTER LIST

Character List displays the characters or Meta-Beings the player has received an Idea Sephirah from. You can also listen to the Baroque monger's comments here.



ITEM LIST

The item list consists of many small icons. By depositing items with the Collector, these icons will be filled up.



SOUND TEST

BGM tracks that the player has heard in-game can be listened to here. Press the button to play, and the button to stop the BGM.



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Special Thanks
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